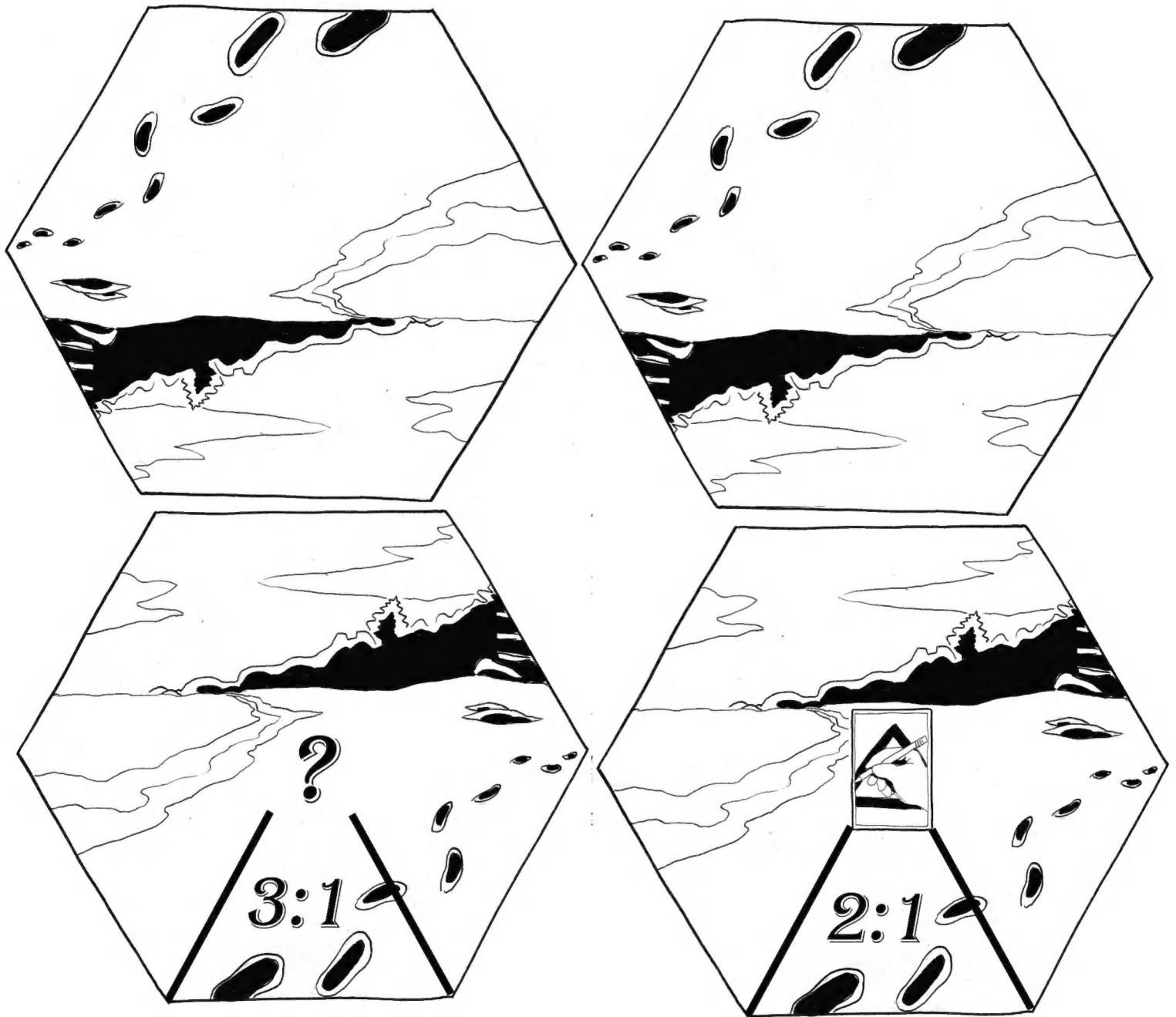
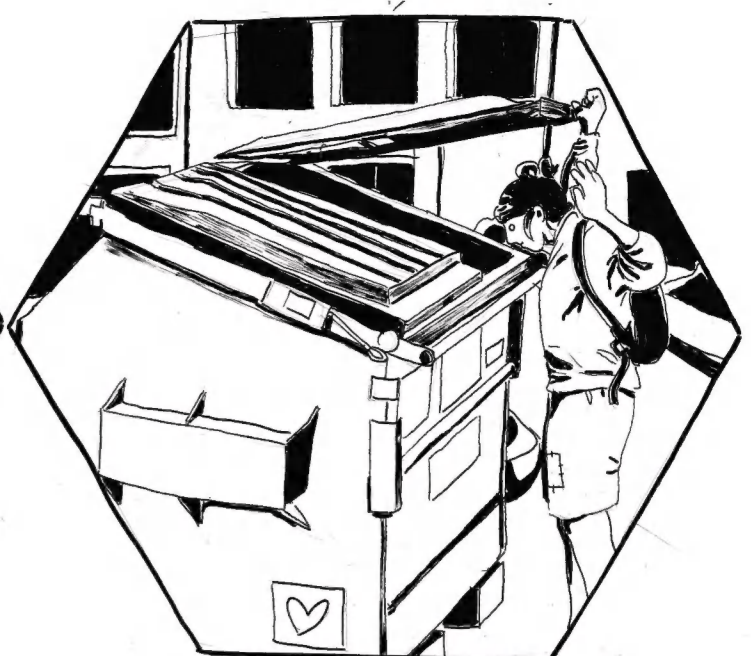
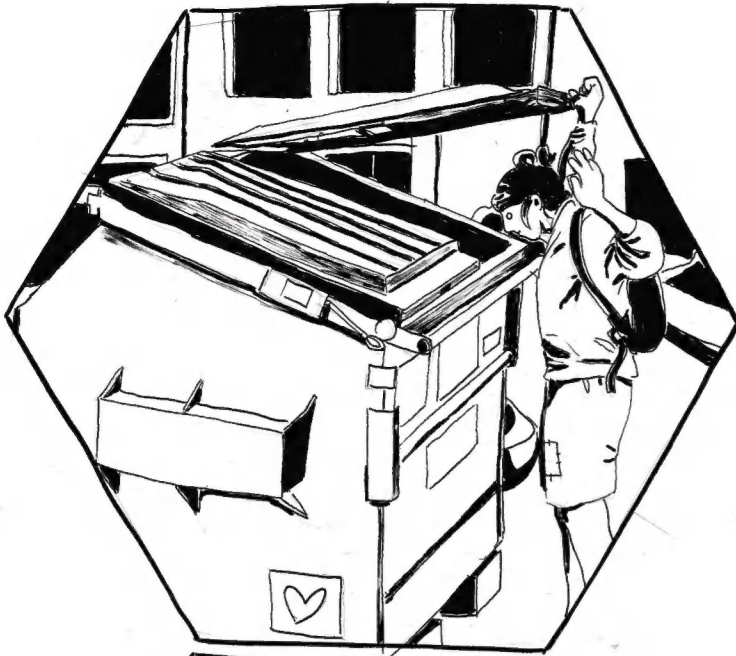


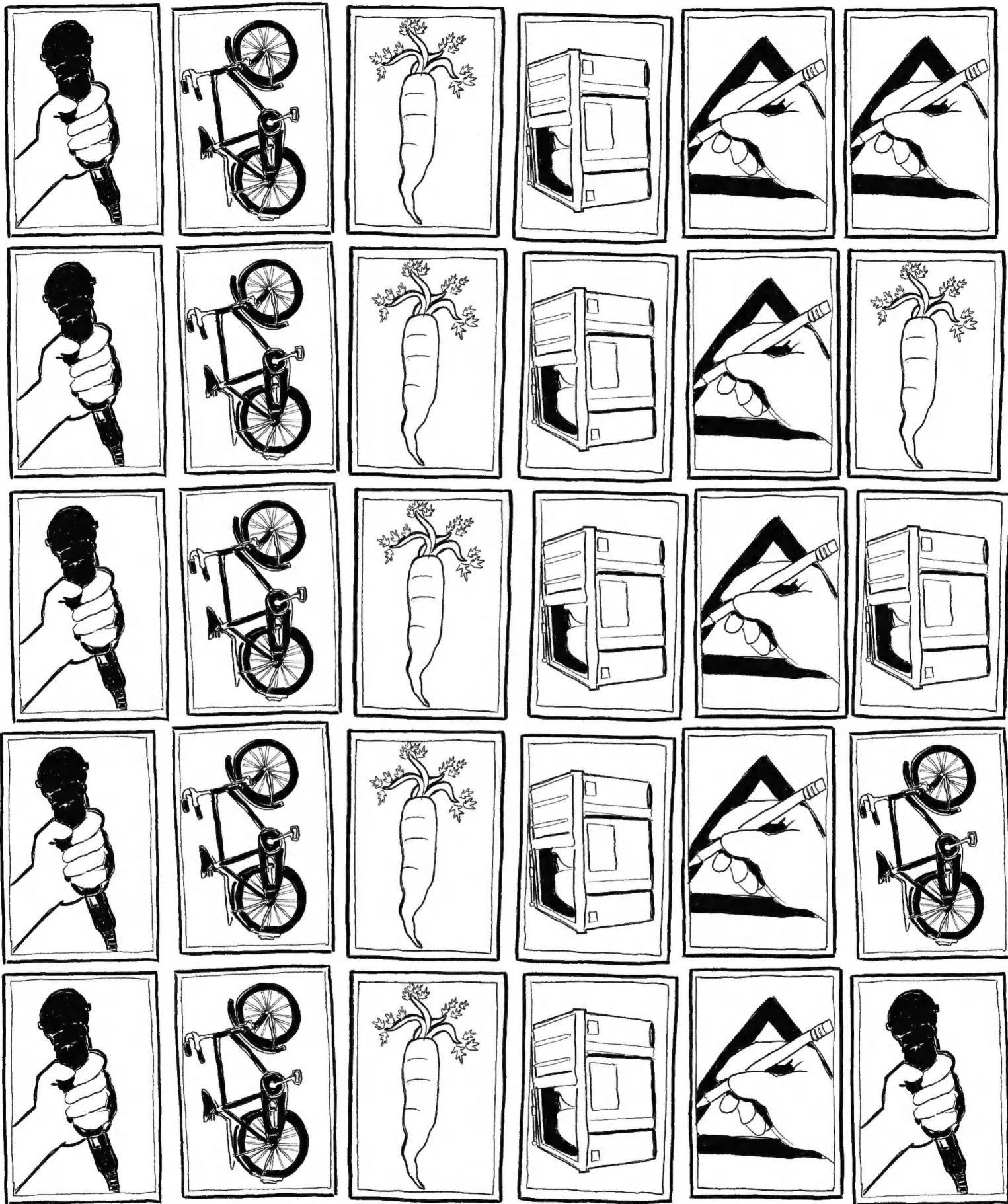
## 5-6 Player Expansion

These pieces allow 5-6 players to play at once. Rules stay the same except at the end of every turn there is a phase where any player may build. You may want to mark the expansion pieces on the back so you can easily remove them to play with 2-4 players.









“show”

“bike”

“food”

“stuff”

“skill”

## Resource Cards



MOVE THE COP. STEAL ONE  
RANDOM RESOURCE CARD FROM  
THE OWNER OF AN  
ADJACENT SQUAT OR COLLECTIVE.



MOVE THE COP. STEAL ONE  
RANDOM RESOURCE CARD FROM  
THE OWNER OF AN  
ADJACENT SQUAT OR COLLECTIVE.



MOVE THE COP. STEAL ONE  
RANDOM RESOURCE CARD FROM  
THE OWNER OF AN  
ADJACENT SQUAT OR COLLECTIVE.



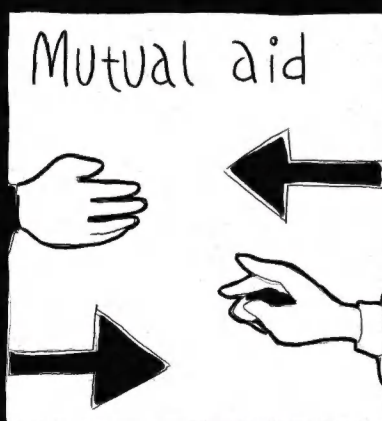
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ADJACENT SQUAT OR COLLECTIVE.



MOVE THE COP. STEAL ONE  
RANDOM RESOURCE CARD FROM  
THE OWNER OF AN  
ADJACENT SQUAT OR COLLECTIVE.



WHEN YOU PLAY THIS CARD ANNOUNCE  
A TYPE OF RESOURCE. ALL OTHER  
PLAYERS MUST GIVE YOU ALL THEIR  
RESOURCE CARDS OF THAT TYPE.



TAKE 2 RESOURCE CARDS FROM THE  
PILE, THEY MAY BE 2 DIFFERENT OR 2  
THE SAME. THEY MAY BE USED FOR  
BUILDING IMMEDIATELY.



PLACE 2 NEW ROADS  
AS IF YOU HAD BUILT  
THEM.

## BUILDING COSTS:

### ROAD

0 PUNK POINTS



(LONGEST ROAD = 2 PUNK POINTS)

### SQUAT

1 PUNK POINT



### COLLECTIVE

2 PUNK POINTS



### CARD

? PUNK POINTS



(MOST DAMAGE = 2 PUNK POINTS)

## BUILDING COSTS:

### ROAD

0 PUNK POINTS



(LONGEST ROAD = 2 PUNK POINTS)

### SQUAT

1 PUNK POINT



### COLLECTIVE

2 PUNK POINTS



### CARD

? PUNK POINTS



(MOST DAMAGE = 2 PUNK POINTS)

You will also need:

10 Squat tokens  
(5 each in 2 colors)

8 Collective tokens  
(4 each in 2 colors)

30 Road tokens  
(15 each in 2 colors)

you can make these  
as described in Punks  
of Catan main set  
or print them out using  
the Squats, Collectives  
and Roads Extra.

